THE KING of KINGS

Instruction Manual

WISDOM Tree

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GETTING STARTED

GAME SELECTION MENU

The *King of Kings* title screen offers three game choices. Push **UP** or **DOWN** on the control pad to move the pointing angel. When the angel is pointing to the game you would like to play, press **A, B, SELECT,** or **START**.

GAME OPTIONS MENU

From this menu, you may begin the game or select **DIFFICULTY** and **MUSIC** options.

START GAME - Starts the game with current options.
DIFFICULTY - Toggles between Normal and Easy
MUSIC - Toggles between On and Off

GAME CONTINUE MENU

When you lose all your health, this menu will appear. From here you may continue the game from the level you were on, restart the game from Level 1, or choose a different game. Move the angel to the desired option and press **A, B, SELECT,** or **START.**

IF YOUR GAME DOESN'T WORK

1. Please allow up to 45 seconds for your game to start. The TV may flash up to 9 times while the game is starting.

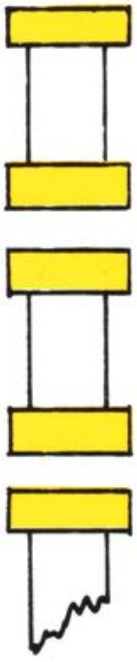
2. If the game doesn't start after 45 seconds, turn off the Nintendo®. Remove and re-insert the cartridge several times. This procedure ensures the cartridge connections are clean. Turn your Nintendo® system back on. Make sure that you wait at least 7 seconds after turning off the power before you turn it on again.

3. IMPORTANT!! You must allow at least 7 seconds between power OFF and ON. Failure to do so will result in a blank TV screen.

4. If game still doesn't work, please refer to the warranty section of this manual.

GENERAL GAME PLAY

SCROLL STATUS BAR



In each game you start out with three scrolls (indicated in the upper left corner of your screen). When you run into most creatures or obstacles, you lose 1/2 of a scroll. When all of your SCROLLS are gone, the game ends. Extra SCROLLS are obtained by finding SCROLLS during game play and correctly answering the question.

THE SCROLLS

The SCROLLS work the same in all three games. When you encounter a SCROLL on the screen simply touch the scroll with your player. The screen will fade and a randomly picked multiple choice question or a true/false quotation or statement will appear. To answer the question simply move the angel pointer to the desired answer and press **A, B, SELECT**, or **START**. If you answer correctly, your SCROLL STATUS BAR will increase by one SCROLL. (The SCROLL STATUS BAR will show up to five scrolls. Extra SCROLLS are kept in memory even though you can't see them.) An incorrect answer will **not** increase your SCROLL STATUS BAR.

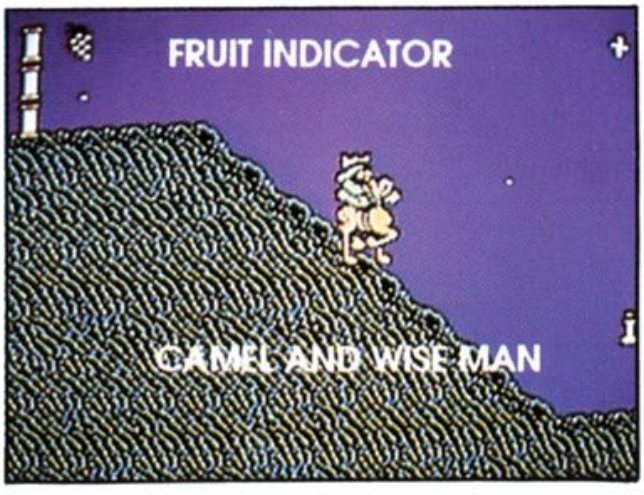
THE GAMES

The Wise Men

You control a camel carrying a wise man to Bethlehem. As you progress through the levels, you play different wise men and camels. The main goal is to reach Baby Jesus in Bethlehem. Along the way you can earn points by collecting FRANKINCENSE, MYRRH, and GOLD. You also earn points plus extra heath by collecting scrolls and correctly answering the Bible questions. Your journey starts in the desert, but you will also travel through cities, caverns, and oases.

THE SCREEN

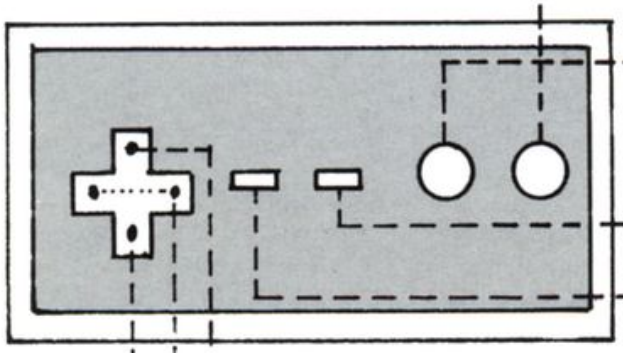
HEALTH INDICATOR
Scrolls



DIFFICULTY SELECTION

If you are playing in NORMAL difficulty mode, there are 15 LEVELS. If you are playing in EASY mode, there are 8 LEVELS. There are also fewer obstacles and slower creatures in EASY mode.

USING THE CONTROLLER


A BUTTON: Jump
B BUTTON: Shoot water balls / Accelerate
START: Pause /Continue
SELECT: Shoot FRUIT
UP: Upward water ball direction / Enter a door
LEFT/RIGHT: Camel movement
DOWN: Downward water ball direction

A BUTTON

Jump

The longer you press the A button , the higher the camel will jump.

B BUTTON

Shoot Water Balls

Some creatures and obstacles will leave the screen if hit by a water ball. Just pressing the B button will shoot the water ball straight. If you hold UP or DOWN while pressing the B button the water ball will shoot in the appropriate direction.

Accelerate

Holding the B button while moving or jumping will allow the camel to run faster and jump farther.

UP

Enter a Door

When the camel is directly in front of a doorway, push UP and the camel will enter the doorway and appear elsewhere in the level.

SELECT

Shoot Fruit

If the camel has picked up FRUIT, he can shoot it by pressing SELECT.

GIFTS

Each level contains gifts to collect for baby Jesus. Different levels have different gifts. To collect a gift, simply touch it with the camel. All the gifts are shiny and are represented in the following manner:

FRANKINCENSE: found in tall thin bottles

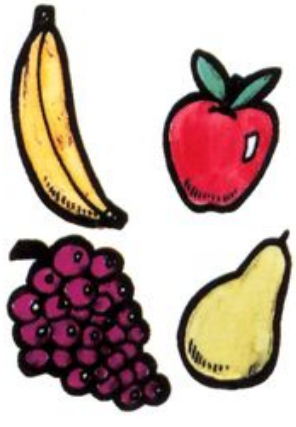
MYRRH: found in short fat bottles

GOLD: found in small pouches

Collect as much FRANKINCENSE, MYRRH, and GOLD as possible. You will be rewarded 50 points for each gift at the end of a level.

FRUITS

Some levels contain FRUIT the camel can grab. FRUIT is more powerful than water balls. Many creatures and obstacles that don't seem to be affected by a water ball will respond to FRUIT. On level 2, try shooting a water ball at a cactus. Nothing happens. However, if you shoot grapes, the cactus breaks away. To get FRUIT, simply touch it with the camel. Once you grab the FRUIT, it will appear next to the SCROLL STATUS BAR. You may only carry one FRUIT at a time. If you try to grab another FRUIT while you already have one, nothing happens. To shoot the FRUIT, press the SELECT button. There are four kinds of FRUIT. Each one has different characteristics.



PEAR: shoots straight horizontally

GRAPES: splits into two directions

APPLE: shoots in a small arc and pops

BANANA: shoots horizontally and returns to the camel

The Banana is the most powerful FRUIT. After shooting the Banana, simply touch it when it returns and it is yours again.

CREATURES AND OBSTACLES

As you travel to Bethlehem, your camel and wise man will encounter a number of creatures and obstacles. Some are quite harmless while others can become quite a nuisance. Experiment with water balls, fruit, and jumping to make a clear path for your journey. Several creatures react to water balls or fruit, while many others require timing, jumping, and running skills to bypass. Below is a list of the creatures and obstacles with a brief explanation of each.

Pop Up Lizard
Quite harmless if you stay out of the way

Sand Geyser
Doesn't hurt but watch where you're thrown

Swooping Bat
Be patient and time your jumps to avoid him

Hopping Bat
Be careful when you shoot water balls

Egg Dropping Bat
These pests only appear in one cavern

Hopping Scorpions
These guys are a real bother

Hopping Crawlers
Time your jumps and these guys are easy

Boulder
You never know where these will come from

Moving Platform
Just hop on

Falling Platform
Don't stand on these too long

Disintegrating Platform
Use to cross holes -- hop quickly

Sliding Hole
Avoid this at all costs

Scrolling Hole
Only moves when you move

Sliding Column
Won't cost you health but will push you

Bobbing Column
With careful timing you can cross the bridge

Straight Flying Bird
This straight flyer is afraid of water balls

Hopping Bird
Like Hopping Bat, he doesn't like water balls

Sitting Bird
Waits 'till you're close, then flies up

Egg Dropping Bird
A slow flyer, but watch out for those eggs

Falling Block
Jump when this block lands

Cactus
Jump when the cactus is down

Porcupine
Shoots dangerous quills, only fruit helps

Armadillo
Fruit won't help you -- jump on him

Snake in a Basket
Water balls will push basket, fruit helps

Kangaroo Rat
Wait for the big jump and run under him

Cavern Mouse
Better jump fast, this guy is real quick

Duck
This quick mover likes to bounce around

Hopping Fish
The waterfalls are pretty, but watch out!

Water Spout
If you're on a platform, you're ok...

THE KING OF KINGS EVALUATION SHEET

Please rate the following:

	Excellent		Fair		Poor
Entertainment	A	B	C	D	F
Education	A	B	C	D	F
Biblical Accuracy	A	B	C	D	F
Challenge	A	B	C	D	F
Graphics	A	B	C	D	F
Sound	A	B	C	D	F

How did you find out about *The King of Kings*?

Magazine Radio Newspaper Television Church Sunday School

Youth Group Bookstore Friend Other: _____

What did you like most about *The King of Kings*? _____

_____

What did you like least about *The King of Kings*? _____

_____

What suggestions do you have for a Wisdom Tree video game? _____

_____

_____

_____

_____

Would you buy another Wisdom Tree video game? Yes __ No __

If not, why? _____

_____

_____

Name: _____

Phone : (_____) _____ Age: _____

Address: _____

_____

_____ Please check here if you would like to receive more information on Wisdom Tree's line of video games based on the Bible. Please write us with your comments and suggestions.

_____

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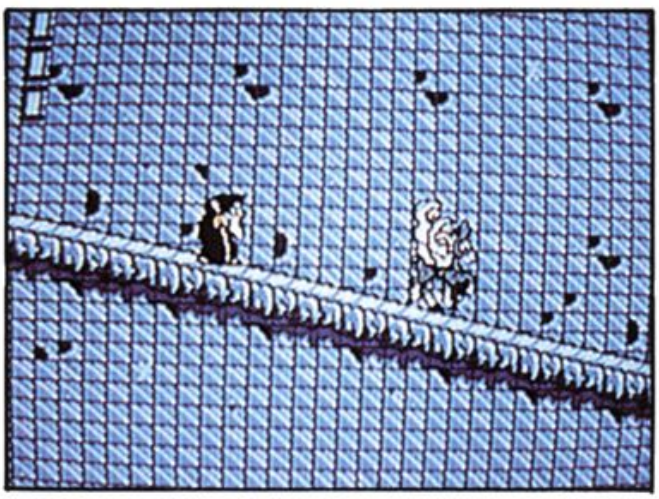
Send To: Wisdom Tree, Inc.
2700 E. Imperial Hwy., Bldg. A.
Brea, California 92621

Flight to Egypt

In *Flight to Egypt*,you control the donkey that carries Joseph, Mary, and baby Jesus on their way to Egypt. There are three types of terrain that you will encounter along the way: Mountain Trails, Green Meadows, and Ice Cliffs. Your goal is to complete each of the twelve levels (five if you are playing EASY mode) by reaching the colored flag at the end of each trail. Along the way, you can earn extra health by collecting scrolls and correctly answering the Bible question in each.

THE SCREEN

HEALTH INDICATOR
Scrolls

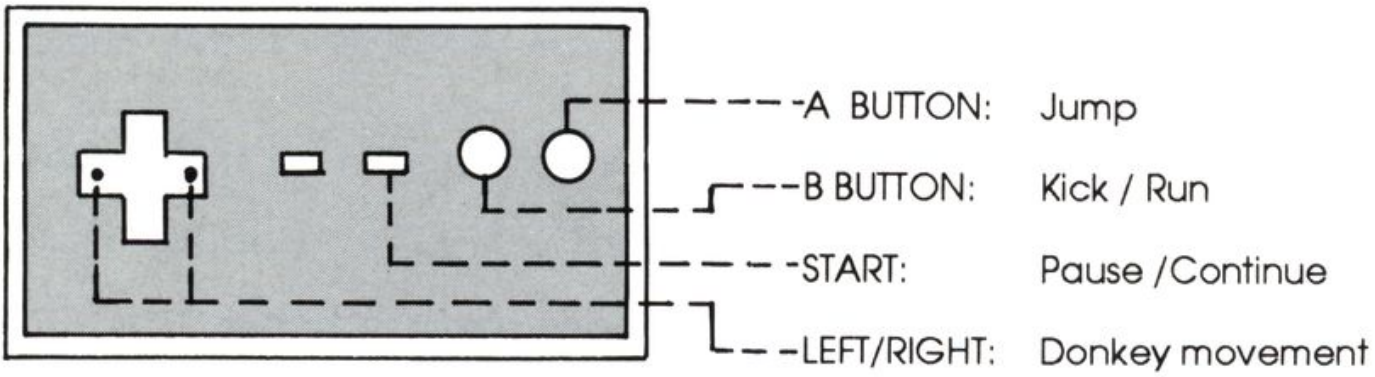


DONKEY
Carrying Joseph, Mary, and baby Jesus

DIFFICULTY SELECTION

If you are playing NORMAL difficulty mode, there are 12 LEVELS.
If you are playing EASY difficulty mode, there are 5 LEVELS.

USING THE CONTROLLER



A BUTTON

LOW JUMP: Quickly tap the A button.
HIGH JUMP: Press and hold down the A button.

B BUTTON

KICK: Quickly tap the B button.

RUN: Press and hold the B button while pressing the control pad in the direction you wish to run.

OBSTACLES

ROLLING ROCK: Run quickly and jump over them to avoid getting hit.

BOUNCING ROCK: Be patient and get your timing just right!

FALLING ROCK: When you see a cave above, walk slowly towards it -- watch out for falling rocks.

SNOW BALL: Get some traction on the ice and run as fast as you can to jump over it.

ICE CUBE: You may have to jump or walk over it.

LOGS: With careful timing, you can jump between the logs as they fall. If that doesn't work, try jumping on top of the logs and walking over them.

CREATURES

Guard
Move quickly -- jump over or kick

Snake
Jump over or kick this biter out of the way

Goat
This guy will charge if you get too close

Bat
Watch those caves carefully for bats

Lion
Listen for his roar -- jump over and run fast

Skunk
P.U.! Stay far away from this stinker

Polar Bear
He can't be kicked -- do your best jump

Shepherd
He's looking for his sheep -- run under him

Pilgrim
So happy to see you, she might jump a lot

Rabbi
He wants to talk, but you must hurry

Bunny
Be patient! You may have to wait for her to jump over you

Duck
He will quack and walk towards you

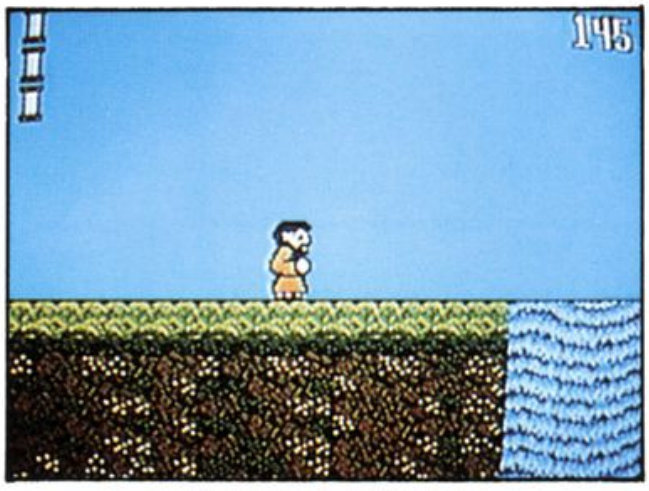
Fish
Watch for fish in the water -- they may flip and scare the donkey

Jesus and the Temple

On the journey home from the feast of the Passover, you notice young Jesus is missing. You play Joseph and Mary as you travel back to Jerusalem to search for 12 year-old Jesus. There are eight levels of action to complete. Don't forget to pick up the scrolls for extra health!

THE SCREEN

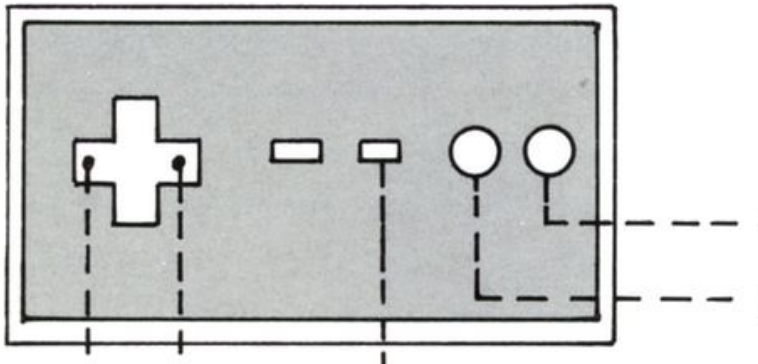
HEALTH INDICATOR
Scrolls



TIMER

JOSEPH or MARY

USING THE CONTROLLER



A BUTTON: Jump

B BUTTON: Run

START: Pause /Continue

LEFT/RIGHT: Joseph/Mary movement

BUTTON A

LOW JUMP: Quickly tap the A button.

HIGH JUMP: Press and hold down the B button.

BUTTON B

RUN: Press and hold the B button while pressing the control pad in the direction you wish to run.

TIMER

In the upper right hand corner of the screen is a timer. As you play a level, the timer counts down. If the timer reaches zero before you finish the level, you will be placed at the beginning of the level again. The timer counts down more quickly in NORMAL mode, more slowly in EASY mode.

TERRAIN

RAPIDS:	Watch the water to determine the direction.
SPIKE ROOMS:	Keep your head and feet away from the spikes.
DOMED BUILDINGS:	Don't move too fast, these rooftops are slippery.
FORCED SCROLLING:	(NORMAL difficulty) - Some levels scroll automatically. Make sure you don't get caught near the edge of the screen.

CREATURES AND OBSTACLES

Biting Fish
Time your swimming and jumping carefully

Bees
They always fly in the same pattern

Jugs
Stay away from the windows

Wheels
You don't want to run into the spinning wheels

Waterfall Logs
You need these to cross the waterfalls

Falling Spikes
They only fall when you are near

Vulture
This guy will either push you or take you for a ride

Manual Design: Nina Bedner and Vance Kozik

Illustrations: © Dan Burke

Do you know the King of Kings?

Have you entered into a relationship with the living Savior?

Jesus said; "Behold, I stand at the door and knock: if any man hear My voice, and open the door, I will come into him, and sup with him, and he with Me." Rev 3:20

To know Him, you must confess with your mouth, and believe with your heart that He is Lord.

"That if thou shalt confess with thy mouth the Lord Jesus, and shalt believe in thine heart that God hath raised Him from the dead, thou shalt be saved.
For with the heart man believeth unto righteousness; and with the mouth confession is made unto salvation." Romans 10:9,10

He loves you and wants to enter into a covenant with you. Won't you receive Him into your heart today? Simply pray out loud:

Lord, I believe that You died for my sins and rose again from the dead. Forgive me for my sins. Come into my life and be Lord over me. From this day forward I give my life to You. Thank You for my salvation, in Jesus' name! Amen.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instruction, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

REORIENT the receiving antenna.
RELOCATE the NES® with respect to the receiver.
MOVE the NES® away from the receiver.
PLUG the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/TV technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO/TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

*Note: NES® is the abbreviation for Nintendo Entertainment System®.

90 DAY LIMITED WARRANTY

Wisdom Tree Inc. (MANUFACTURER) warrants to the original purchaser that this Wisdom Tree Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Wisdom Tree will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning this CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE:

1. Please call 1-800-77-BIBLE (within the U.S.A.) or 1-714-528-3456 (outside the U.S.A.) for a RMA# ((Return Merchandise Authorization Number). The 800 number is not intended for game tips.
2. Simply pack your CARTRIDGE together with the original dated proof-of-purchase (Sales Slip) and circle the item.
3. Include a note stating the nature of the problem or defect.
4. Return your package freight prepaid, at your own risk of shipping damage, within the 90 day warranty period to:
   WISDOM TREE INC., Customer Service Department
   2700 E. Imperial Hwy, Building A
   Brea, California 92621

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

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